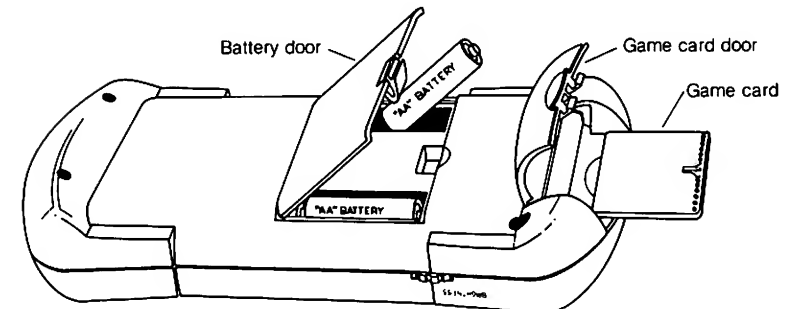


	game card, and turn the system on again.
<b>OFF</b>	Turns the system off.
	<b>Note:</b> Your Lynx has been designed both for safety and to conserve battery power. When using batteries, the Lynx system will automatically shut itself off after four minutes of non-use. On AC adaptor power, the unit's built-in shut-off mechanism will turn the Lynx off if not used for approximately one hour.
<b>OPTION 1</b>	An optional button used in some games. Press for autofire missiles, turbo, and so on.
<b>RESTART</b>	Press <b>OPTION 1</b> and <b>PAUSE</b> at the same time to restart a game. Restarting the game usually returns you to the title screen or options screen.
<b>PAUSE</b>	Pauses a game. Press <b>PAUSE</b> again to resume action.
<b>OPTION 2</b>	Another optional button used in some games to give you even more capabilities and control. <b>OPTION 2</b> may, for example, allow you to use certain objects or turn the music on or off.
<b>FLIP</b>	Press <b>OPTION 2</b> and <b>PAUSE</b> at the same time to flip the screen upside down and play with the joypad on the opposite side. This is great for lefties.
<b>A buttons</b>	Both <b>A</b> buttons perform the same function. Use the button which is most comfortable for you. See individual game manuals for the specific function of the buttons.
<b>B buttons</b>	Both <b>B</b> buttons perform the same function. Use the button which is most comfortable for you. See the manual that came with your game card for details on how to use these buttons.
<b>BRIGHTNESS</b>	Adjusts the screen from dark to light. Adjust the brightness for your viewing angle.

**Note:** Looking at the screen from a different angle than the one to which it was adjusted may cause the screen to appear dim.

<b>VOLUME</b>	Adjust the sound level of a game.
<b>POWER</b>	Connect the Lynx and an Atari power adaptor to a wall socket to save batteries.
<b>COMLYNX™</b>	Use with one or more Comlynx cables to connect other Lynx machines for multiplayer games.
<b>HEADPHONE</b>	Use with most standard portable headphones. Plugging in headphones automatically disables the Lynx speaker.

The following drawing shows the back of the Lynx. Look at it carefully to see how to insert batteries or a game card.



<b>Game card door</b>	Open to insert game card.
<b>Battery door</b>	Slide open to insert 6 AA batteries.

### Inserting a Game Card

Follow the steps listed below to insert a game card.

1. Open the game card door on the Lynx entertainment system.
2. Slide the game card into the game card slot, label side down, as shown in the drawing.
3. Close the game card door.
4. Press **ON** to switch on the Lynx.

## Power for the Lynx

The Lynx can operate from 6 AA batteries, a power adaptor (plugged into a 120 volt wall outlet), or from a car cigarette lighter. (An adaptor to fit a car cigarette lighter is not included.)

To load the batteries, remove the battery door on the back of the Lynx. Insert 6 AA batteries, 3 in each channel, correctly aligning all positive (+) terminals. The + sign on the batteries should face toward the card slot end of the Lynx. (See the battery diagram on the back of the Lynx.) Replace the door.

**Note:** Please pay careful attention to battery installation instructions.

1. Always replace all six batteries at the same time. Never mix old batteries with new ones. Old batteries can explode if used with fresh batteries.
2. Never put batteries in backwards. Improper battery charging will occur and damage may result.
3. Always make sure the battery compartment is snapped shut after battery installation. Do not turn on your entertainment system if the battery door is open.

The life of alkaline batteries is approximately four hours. Rechargeable batteries may be used.

**Note:** It is time to change or recharge the batteries when the unit stops working, the screen becomes dimmer or erratic, or the sound is hard to understand.

## Comlynx Cable

The Comlynx cable allows connection of Lynx systems so multiple players can play the same game at the same time. Each player must have a Lynx and a game card. The maximum number of players depends on the game. Please refer to the game manual for details about the maximum number of players for each game.

To create a multiple player game system, turn off your Lynx. Insert one male end of the Comlynx cable into the Comlynx jack on your Lynx. Insert the other male end of the cable into the Comlynx jack on a friend's Lynx system. Repeat this procedure until the maximum number of systems (determined by the game) have been connected. All linked systems must be switched on within seven seconds in order to operate in multiplayer mode.

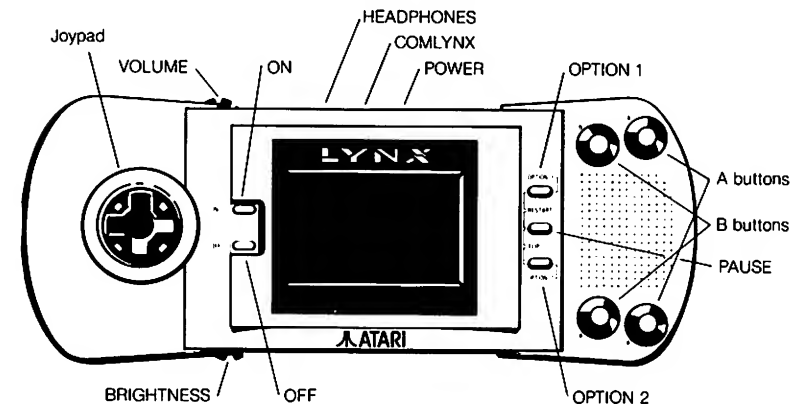
## INTRODUCTION

Congratulations! You are now the proud owner of the new Atari Lynx portable color entertainment system. Now you can play video games anywhere and anytime.

The Lynx is not like other portable entertainment systems. Unlike any other portable system, the Lynx allows an unlimited number of objects of any size on the screen at the same time. In addition, computer artists and game designers can choose from over 4,096 colors when creating the outstanding graphics for the Lynx entertainment system. Plus, the Lynx has a maximum system clock speed of 16 MHz, making it the fastest video entertainment system ever.

## Using the Lynx

Take a moment to study the drawing below and learn the different parts of your Lynx system. You will find more details about each system part below the picture.



### Joypad

The 8-way joypad controls the game character's movement. Its exact function may vary from game to game. See individual game manuals for details on how to use the joypad for specific games.

### ON

Turns the system on.

**Note:** To protect your valuable games, always insert a game card *before* turning the system on. When changing game cards, turn the Lynx off. Remove the first game card, insert the desired

## IMPORTANT INFORMATION

The Atari Lynx uses and produces radio frequency energy. If not installed and used according to the instructions in this manual, the equipment may cause interference with your radio and television reception.

If you experience interference while using the equipment, switch it off. If interference stops, the equipment is probably at fault. With the equipment switched on, try to correct the problem using the following measures:

- Adjust the position of the radio or television antenna.
- Reposition the equipment in relation to the radio or television.
- Move the equipment away from the radio or television.
- Plug the equipment into a different electrical outlet so the equipment and radio or television are connected to separate branch circuits.

If necessary, consult your Atari dealer or an experienced radio-television technician for additional suggestions.

A helpful resource is the *Interference Handbook*, prepared by the Federal Communications Commission and available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00450-7.

**WARNING:** This equipment is certified to comply with the limits for a Class B computing device, pursuant to Subpart J of Part 15 of the FCC rules. These rules are designed to provide reasonable protection from interference when the equipment is used in a residential setting. However, there is no guarantee that interference will not occur in a particular home or residence. Only those devices that are certified to comply with the Class B limits may be attached to this equipment. Operation of noncertified devices with this equipment is likely to result in interference with radio and television reception. Atari shielded cables must be used on all I/O connectors; otherwise, radio emissions may exceed Class B limits.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because Atari Corporation is constantly improving and updating its computer hardware and software, it is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions.

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Note: The system switched on first will control the game options.

## HOLDING THE LYNX

A typical way to hold the Lynx is with your left thumb on the joystick and your right thumb on buttons A and B. Or, flip the screen if you prefer to put your left thumb on the buttons and your right thumb on the joystick. Flip the screen by pressing **PAUSE** and **OPTION 2** at the same time. Both of these methods may be used for playing horizontally designed games.

Some games are designed for vertical play to take advantage of the long screen. To play a vertical game, hold the Lynx so the joystick is on the bottom and the buttons are at the top. Or, flip the screen and play the other way around. Use whichever position is most comfortable for you.

## PRECAUTIONS

The Atari Lynx portable color entertainment system is a sophisticated electronic system that should be treated with care. The following suggestions will help you keep your Lynx in excellent condition.

- Never take apart the Lynx or game cards.
- Never leave weak batteries in the Lynx. Weak batteries may leak damaging chemicals.
- Handle the Lynx with care. Dropping the Lynx can damage circuit boards or break the display glass.
- Exposure to temperatures below 40°F or above 120°F will permanently damage the Lynx. High temperatures can shorten the life of electronic devices and distort or melt plastic parts.
- Keep the Lynx dry. If it accidentally gets wet, wipe it dry immediately. Liquids can contain minerals that may corrode the electronic circuits. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the Lynx.
- Do not twist the Lynx.
- Modifying or tampering with the system's internal components can cause a malfunction and may invalidate the product's warranty.
- If you experience problems with your Lynx, see **Troubleshooting** in this manual.

## TROUBLESHOOTING

If you experience any problems with your Lynx, read the following table. Find the problem in the left column and the possible remedy in the right column. If you continue to have difficulties, call your dealer or the Atari Customer Service Department.

### Problem

No picture on the screen—single player.

No picture—multiplayer.

Picture is too dark or too light.

Erratic game operation or screen flickers.

No sound.

Sound hard to understand.

Software does not respond to controls.

### Possible Remedy

- Turn up the brightness.
- Make sure power is on.
- Check the power adaptor connection.
- Insert or replace batteries.

Turn all units off, then turn them on within 7 seconds of each other.

Adjust the brightness for your viewing angle. You must be directly in front of the screen.

Correctly install batteries or change batteries.

Adjust the volume.

Replace batteries.

Restart or turn your Lynx off, then on again.



OWNER'S MANUAL



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